TRS2006 Content Manager Plus (CMP)

A Guide to its Use

Content Summary:

1.   *Check your settings*

This is important before you can begin downloading content you must register your TRS2006 serial with Auran

See the steps in section 3 for how to access your Planet Auran profile or to create a new one. Once you are there select 'Serial Nos' from the menu and enter the serial number of your copy of TRS2006.
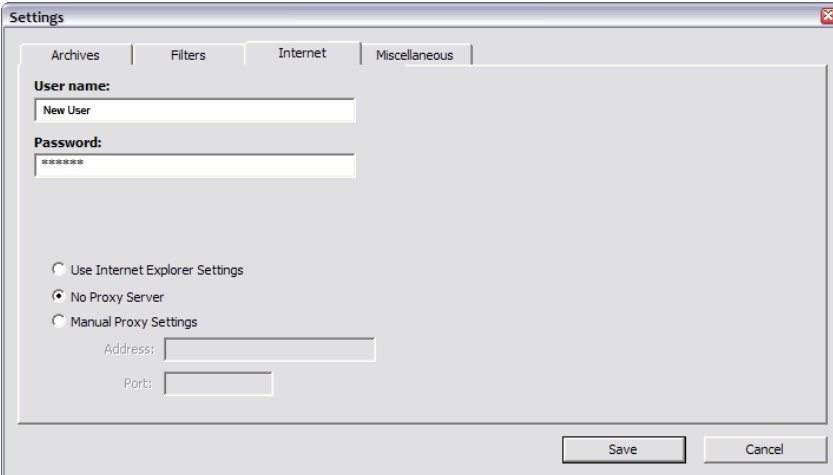
1. Start 'Trainz' either by using the 'Trainz' icon on the desktop or by the 'Start' > 'Programs' method.
2. Select 'Manage Content'. *See below.*

Select the 'Settings' icon from the Tool Bar *See CMP layout below.*
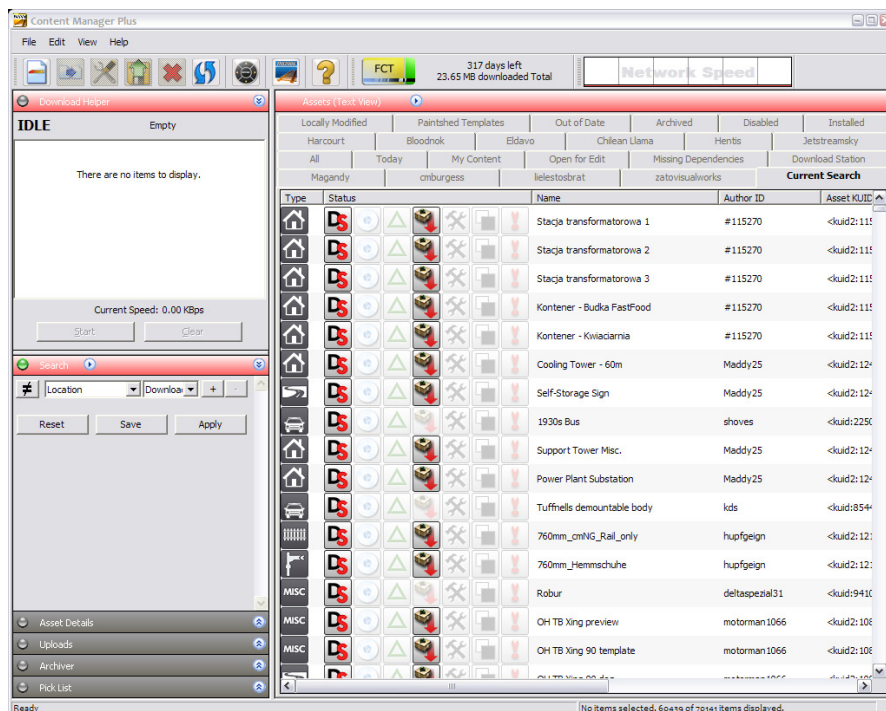
3. Select the 'Internet' tab. *See below.*


```
Settings                                                          ☒
┌──────────┬─────────┬──────────┬──────────────┐
│ Archives │ Filters │ Internet │ Miscellaneous │
└──────────┴─────────┴──────────┴──────────────┘
User name:
┌──────────────────────────────────┐
│ New User                         │
└──────────────────────────────────┘
Password:
┌──────────────────────────────────┐
│ ******                           │
└──────────────────────────────────┘


     ○ Use Internet Explorer Settings
     ⦿ No Proxy Server
     ○ Manual Proxy Settings
            Address: [                    ]

               Port: [          ]


                              [  Save  ]   [ Cancel ]
```
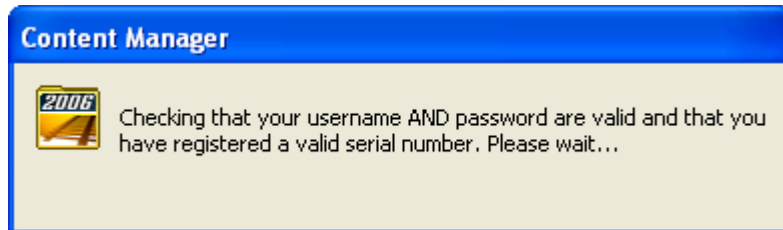
5. Confirm the 'User Name' and 'Password' are entered correctly

6. Most people find 'Use Internet Explorer settings' most effective

7. Click 'Save'.

NOTE: If you are behind a 'Firewall' then CMP must have full internet access.
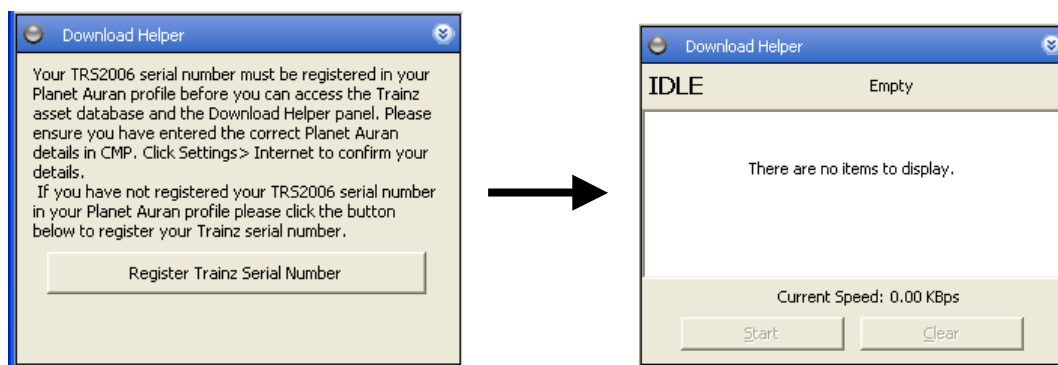
2. Connecting and Updating

When you open CMP it will attempt to contact the Planet Auran server to verify your FCT status. It will also contact the Download Station to see if there have been any updates recently.

You will see this message;

Content Manager

> 2006 — Checking that your username AND password are valid and that you have registered a valid serial number. Please wait...
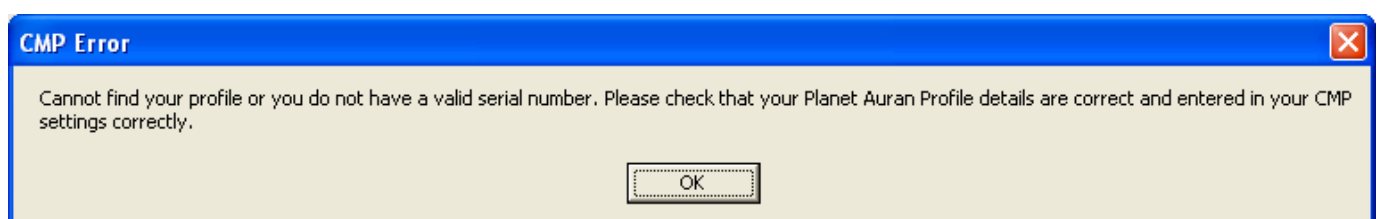
This one will go once it has verified your FCT status. If it struggles you can hit Esc and cancel the action.

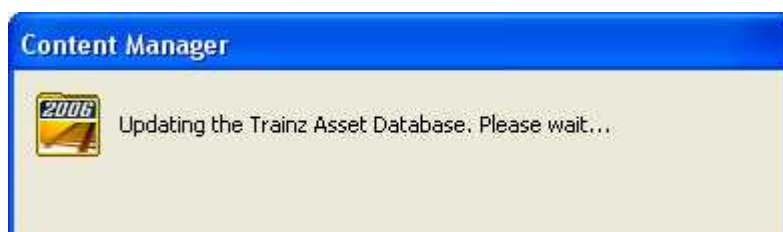The 'download helper' will also update once that has happened successfully;

Download Helper

Your TRS2006 serial number must be registered in your Planet Auran profile before you can access the Trainz asset database and the Download Helper panel. Please ensure you have entered the correct Planet Auran details in CMP. Click Settings> Internet to confirm your details.
If you have not registered your TRS2006 serial number in your Planet Auran profile please click the button below to register your Trainz serial number.

[Register Trainz Serial Number]

→

Download Helper

IDLE   Empty

There are no items to display.

Current Speed: 0.00 KBps
[Start]   [Clear]

If CMP is unable to contact the Planet Auran server you will see this message;

CMP Error

Cannot find your profile or you do not have a valid serial number. Please check that your Planet Auran Profile details are correct and entered in your CMP settings correctly.

[OK]

CMP will also connect to the Download Station and check for updates;

Content Manager

> 2006 — Updating the Trainz Asset Database. Please wait...

If it is unable to connect and the message stays on the screen you can hit 'Esc' and it will go away. It will, however, try again later.

3.   CMP start-up problems

If you have never managed to start CMP and it comes up with the 'Report this problem to Microsoft' page then it may be because of a configuration problem on your machine.

Run the Trainzdiag.exe program in the 'bin' folder of your Trainz install and check that the OpenGL section passes all the checks. CMP requires a correctly configured OpenGL installation even if you run the game itself in DirectX.
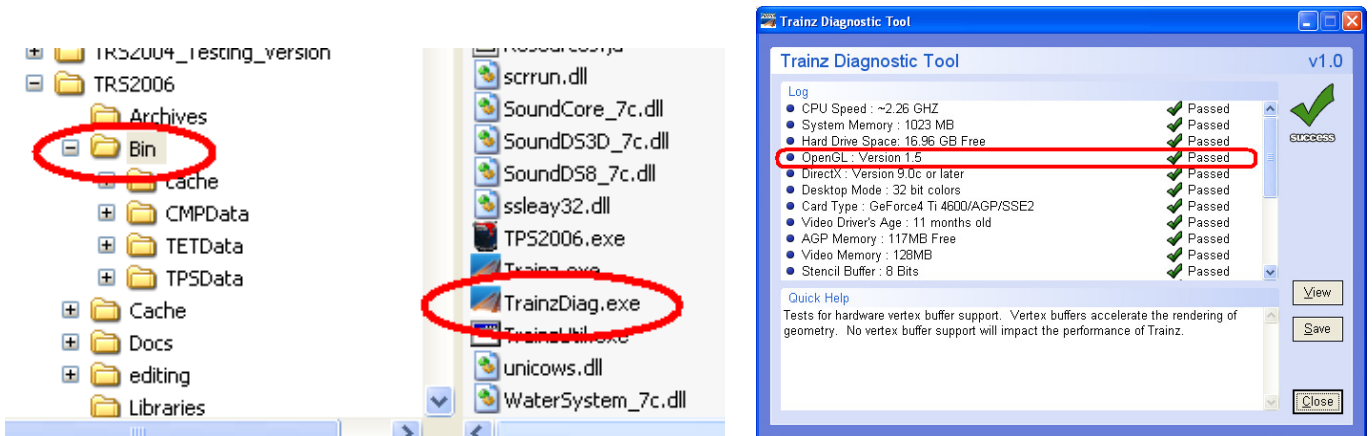

If the OpenGL section fails any of the tests then updating your Graphics card's drivers may resolve the problem.

What if your CMP starts but just sits there doing nothing and won't respond?

First thing to do here is to update to SP1 by downloading and applying the Service Pack for TRS2006. Be sure to follow the instructions (which can also be found on this CD) to make sure you do not cause more problems. If you've applied the Service Pack and CMP just sits there looking stupid then it may be that it is trying to rebuild the database.

CMP stores an index of all the content in your database in a file called assets.tdx (it also keeps a backup copy in the 'cache' folder called assets.bku When CMP believes the database index has become corrupt it attempts to rebuild it. If you have a lot of content then this can take some time as it needs to read through every file in the 'local' folder (this is where your content is stored by the way, but forget you knew that as you really don't want to mess with it directly, *always* manage content through CMP or it will just make things harder)

You can force CMP to rebuild the index by deleting those two files, when CMP next starts it will re-create them. As I said before, if you have a lot of content this may take some time so you'll need to be patient and allow it time to do its stuff. Whilst the index is being rebuilt you will see this message. Notice it is slightly different to the one shown earlier.
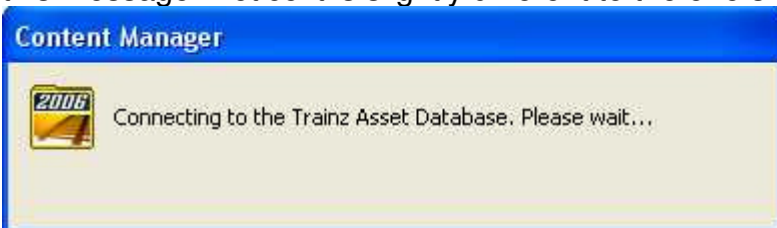
Sometimes forcing CMP to rebuild the database can resolve start-up problems. BUT be aware that any keywords etc you have added will be lost as they are also stored in the assets.tdx file.

So, what if CMP started OK five minutes ago and now when I click the 'Manage Content' it does nothing. This could be because CMP either did not shutdown properly, or is rebuilding the database.

Press Ctrl-Alt-Del and select the 'Task Manager'
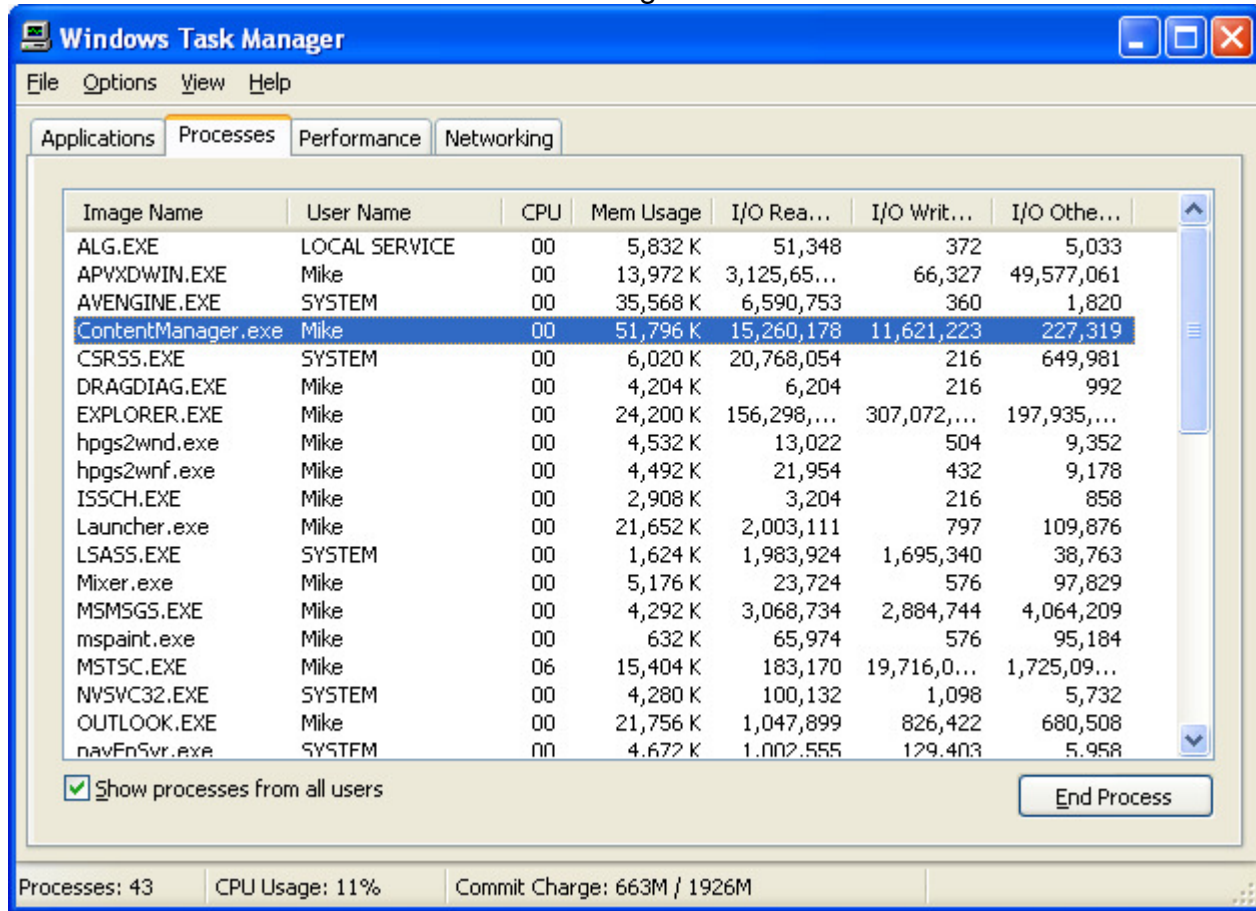
Here we can see that there is a process called ContentManager.exe (I've highlighted it in the screen above) You may also notice another called Launcher.exe (This most likely is the second copy of CMP I've tried to start that isn't starting)

Watch the ContentManager.exe line for a few moments and see if any of the numbers change. Also check to see if there is any hard drive activity on your machine. If the numbers change and there is activity on your hard drive then CMP is rebuilding the database, leave it to do its work.

If there is no activity then you are fairly safe to end the process by selecting ContentManger.exe and clicking on the 'End Process' button. (In this case I would also end Launcher.exe to make sure)

CMP should then start OK the next time. Be aware though that it *may* need ot rebuild the database when it does start.

You will usually see this screen as CMP ends, and it will stay whilst it rebuilds the database if necessary (but not always)
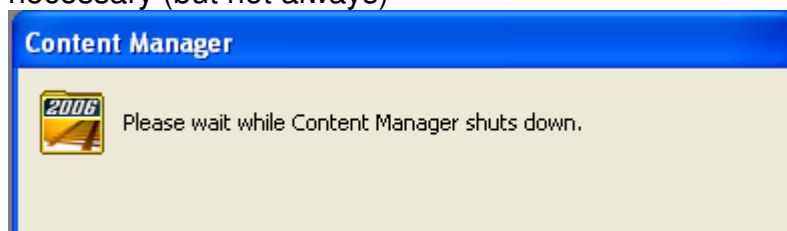
4.   Activate 'First Class Ticket' FCT

The advantage of the FCT is greater speed and no download limit.

To view the status of your Tickets you will need to access your 'Planet Auran' profile.

Go to http://www.auran.com and select 'Planet Auran' from the row of icons at the top of the page.
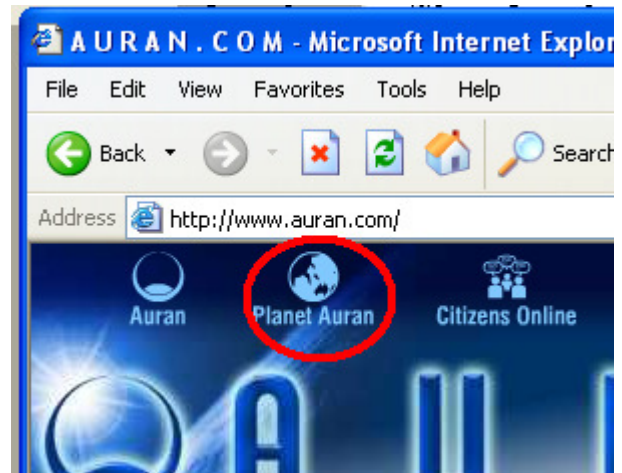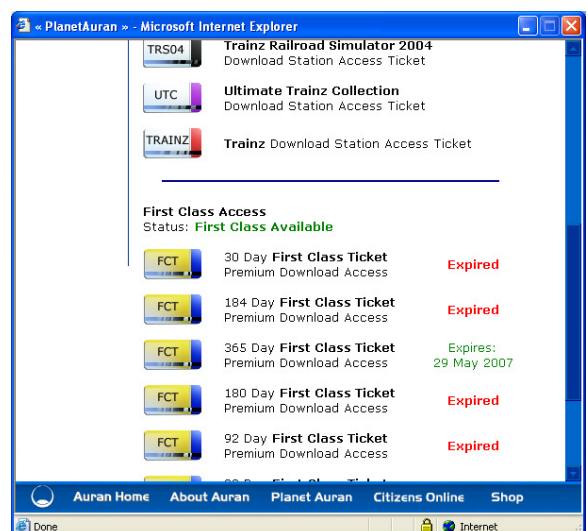

A pop-up window will appear as shown

Select 'Tickets' from the menu down the left hand side.

The top part of the page will show which type of tickets are available.

Scroll down the page a little to display your current ticket status.

Here you can see I have several expired ones and one which is currently active and due to run out on the 29th May 2007

Any tickets which are 'Available' can be activated by clicking on them and following the prompts. Be aware that if you activate a second ticket it will not start after the current one expires but will become active straight away.

The status of your FCT will also be displayed in CMP, as shown below;
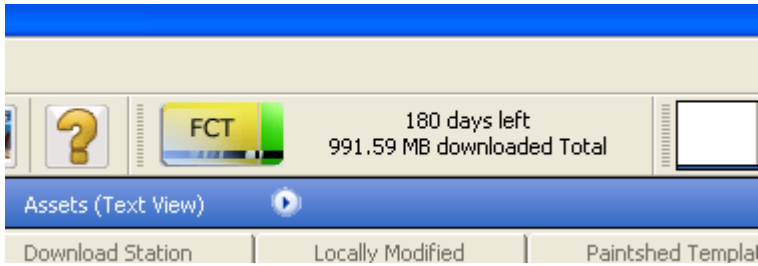
You can reset the 'Download Total' counter by right-clicking on the FCT status panel and selecting "Reset Total Download Amount", as shown below
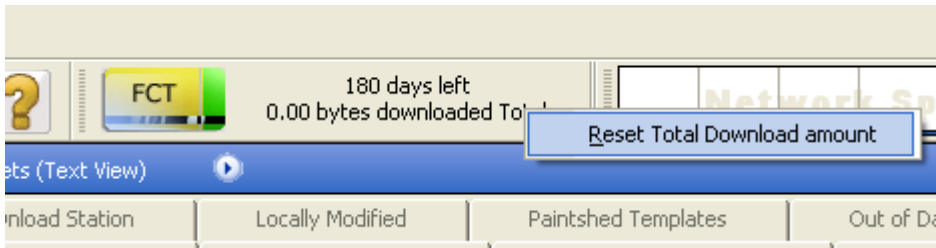
If the FCT status panel shows a ticket with a '?' then CMP is unable to connect to the Planet Auran server to verify your ticket status. This could be due to a problem with connecting from your machine or a problem with the Planet Auran server (or it could just be very busy).

What if you've activated your ticket but it doesn't seem any faster, or isn't downloading at all ?

The FCT can take up to 24hrs to become active, if it still hasn't 'kicked in' after that then you can try 'resetting' your profile.

To do this you will need to close CMP and not have TRS2006 running.

Go to your 'Planet Auran' profile as outlined above and re-enter your password. You can use the same password as before the object is just to get the server to reset everything.

Once you've done that Open CMP and re-enter your username and password in the 'settings' on the 'Internet' tab. Save the settings and close CMP.

When you Open CMP again it should now download using the faster FCT speed.

5. "Server appears to be full" message
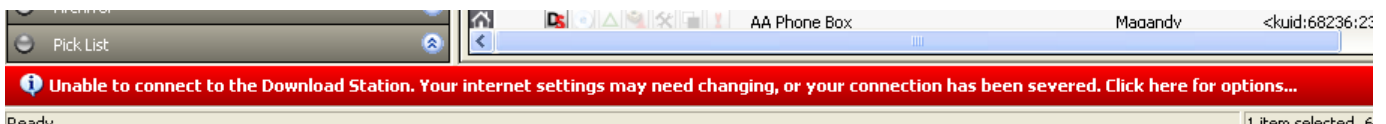
If you see an error similar to the above when trying to download that says "The server appears to be full" then also follow the instructions in the above section to reset your profile and see if that helps.

If all this fails it may be because the Download Station server is not working or, if it happens over the course of a number of days, a bigger problem with your profile. In that case I would recommend you raise a case with the helpdesk. http://www.auran.com/helpdesk

6. Searching and Filtering

The panel on the left in CMP titled 'Search' will allow you to manipulate the content items displayed in the main window and also to create new tabs.

Have a look at the search shown on the right.

Here I have searched for my content by selecting 'Author ID' and entering my KUID number.

I have then specified that I only want to see local content.

And finally I have specified that it must not be 'built-in' content (this is done by clicking the 'not-equals' button)
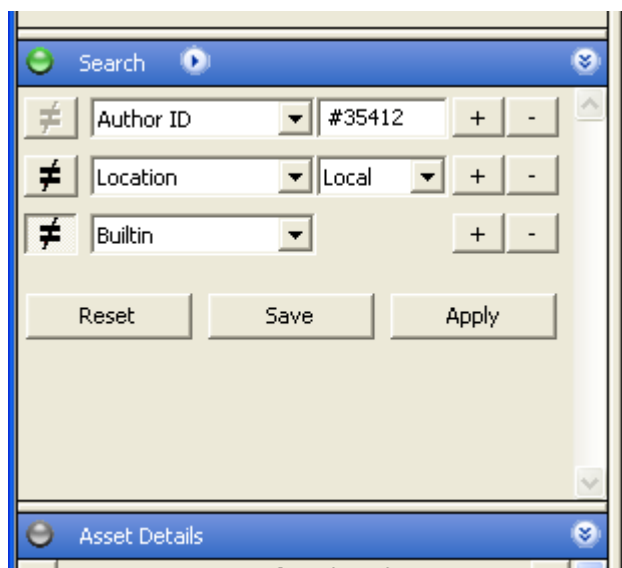
To the right are all the available search/filter criteria.

Not all can be used with the 'not-equals' button, and it will be greyed out if that is the case.

CMP does not use wild cards in the filters;

A search for 'Name = Tank' will return;

Saddle tank loco
30ft tank car
milk tanker
etc etc.
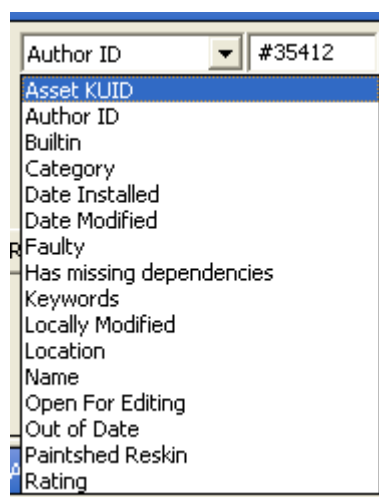
If you want to save your search as a new tab in the main display to make it easier to use it again then hit the 'Save' button

Enter the name you want to give the tab and then hit Save in the new screen.
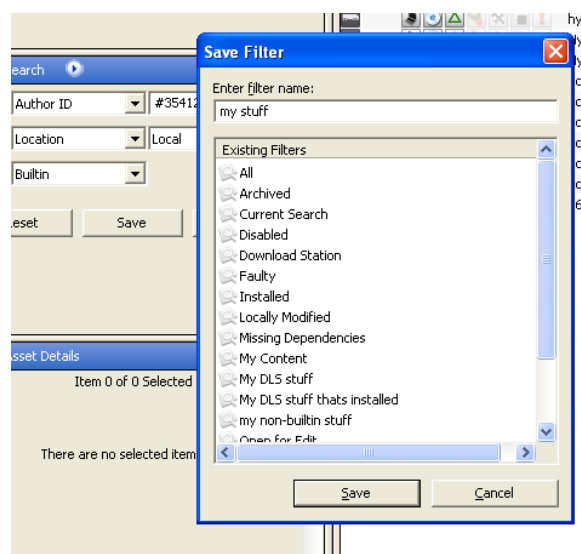
To remove a tab you've saved simply right-click the tab and select 'Remove'
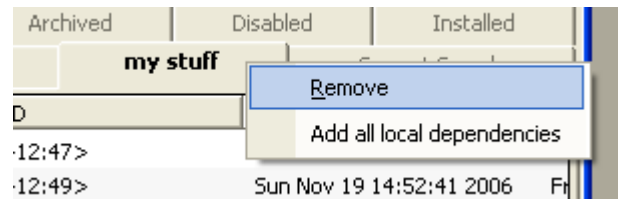
Lets look at the second option there whilst we have it. "Add all local dependencies"

This does just what it says, it will find all the dependencies for the assets in the current tab and display them in a window. As shown on the right.
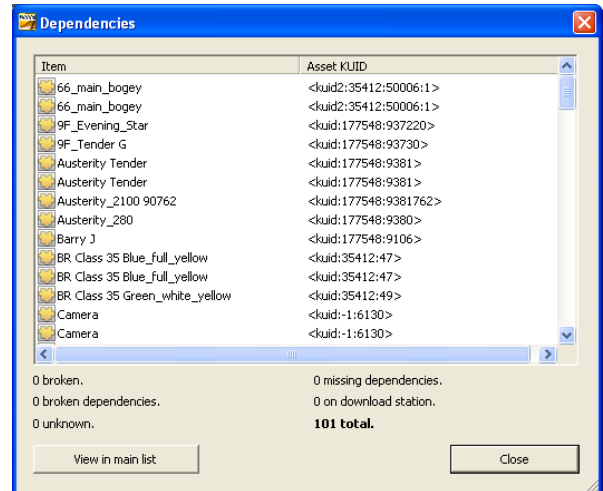
Selecting the option to "View in main list" gives the result below
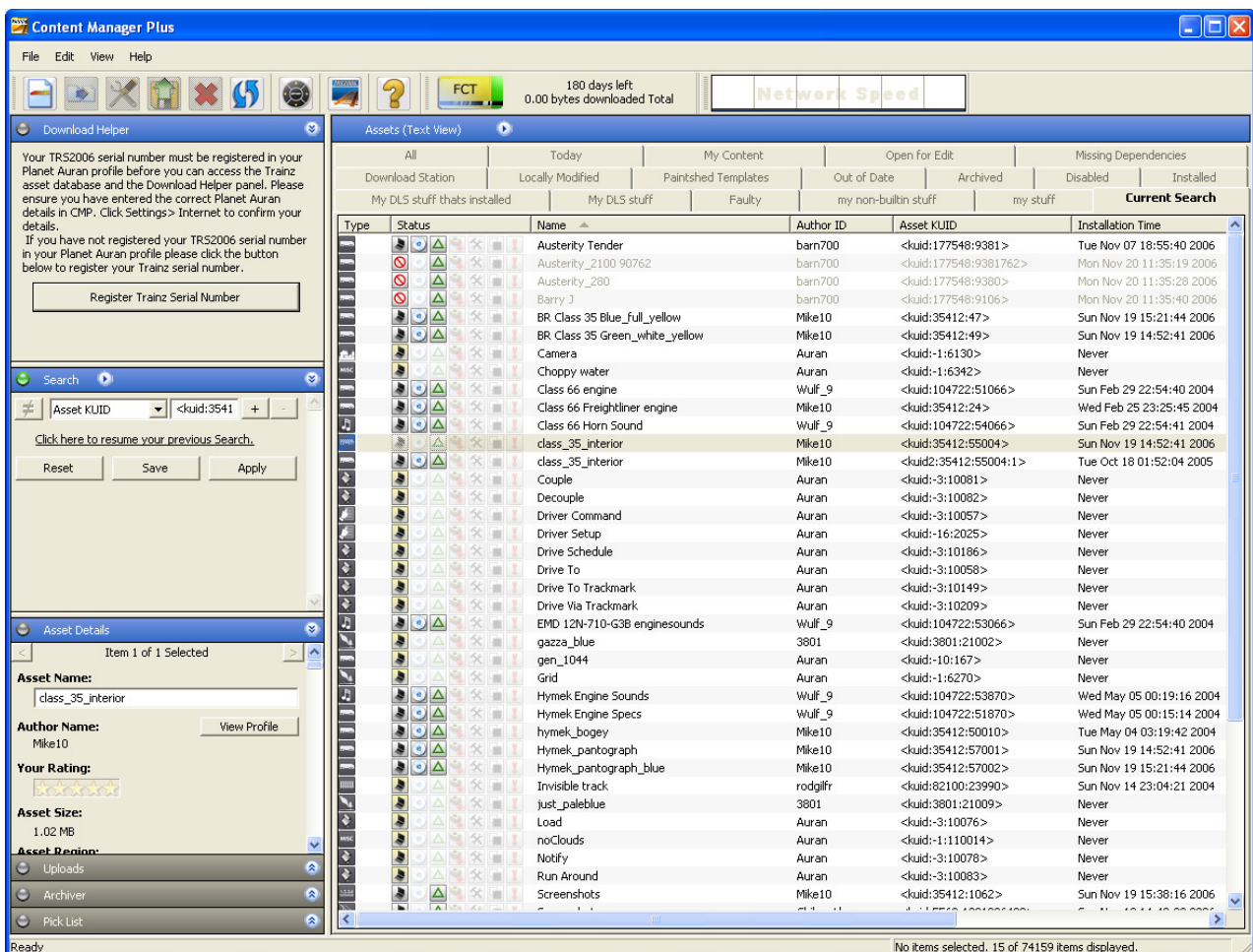
We have only briefly touched on the searching and filtering abilities of CMP here, I would suggest creating a few new searches and creating new tabs etc and see what else you can find.

7. Download Content

OK, so lets download something. I will download a route called 'Little How' in this example so first we need to find it on the Download Station.

Here is the search I used to find the routes with the word 'little' that were available on the Download Station.

And this is the result I got.

Note that CMP does not need wild cards and 'little' will find any content of the category that contains the word 'little'

I am going to download the second one in the list, which is the one I'm after.

You can either 'Drag and Drop' the item into the 'Download Helper' pane or select it, right-click, and select 'Download' This will add it to the 'Download Helper'.

On the right you see the Download Helper is searching for dependencies

It has now finished searching and the Download Helper has changed to a status of "IDLE"

Also note that there is an arrow pointing to the right next to the ticked box.

This means the Download Helper has found dependencies that are required by the route, lets look and see what they are by clicking on the arrow.

This now gives us a (long) list of all the assets that are listed as being dependencies of the route.

If there are some which you don't want to download you can select them and right-click, this will give you the option to remove them from the list and they will not be collected from the Download Station. In this case the route will show with missing dependencies however.

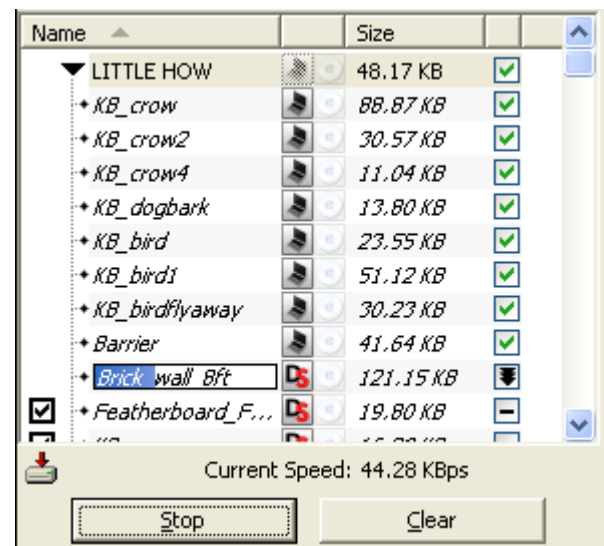I'm going to do that to demonstrate some other things.

Having removed some I've clicked 'Start' to get the download going.

Notice that the ones successfully downloaded now have a green tick.

The one in progress has a 'downloading' symbol and a blue progress bar.

The current download speed is also displayed.

We can also see activity on the 'Network Speed' graph.

I got fed-up waiting and clicked on 'Stop'

You can see that 'Tank old rusty' was interrupted and did not get downloaded.
Lets look at the status of the route now.
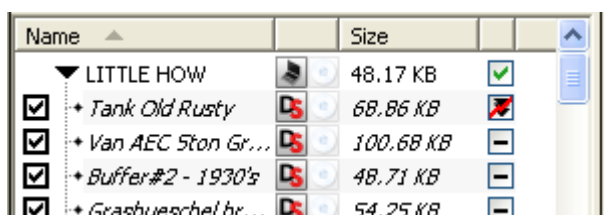
The route itself no longer shows as being on the DLS but as on my machine.

The "missing dependencies" icon has appeared though.

Lets investigate what it thinks is
missing.

I can list the dependencies by right-
clicking the route and selecting 'View
Dependencies'
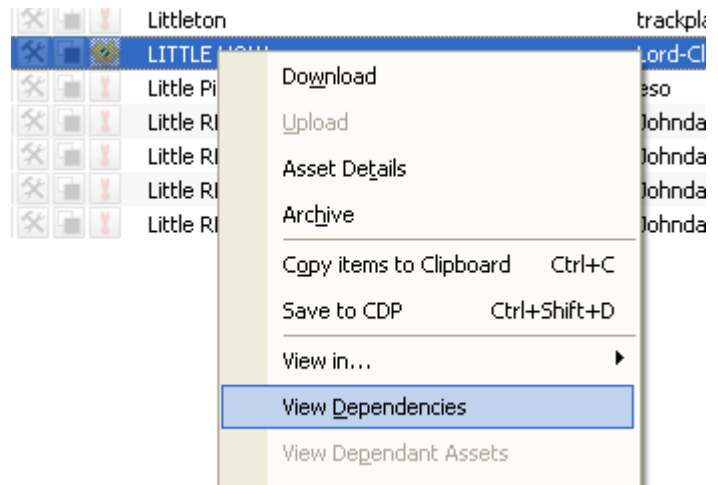
This is the list of dependencies for the
route.

Note that the top two are listed as
'Unknown location' this yellow note
has come up as I hovered the mouse
over the top item.

Some are listed as on the DLS

The ones with the yellow jigsaw piece
are OK.

I can list all these by clicking the 'View
in main list' button, but the 'unknown'
ones will not appear in the list then.
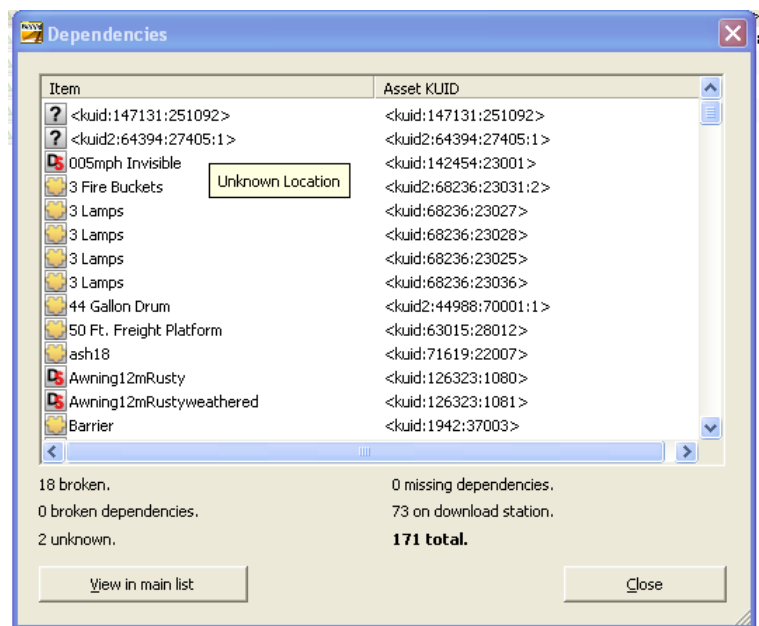
Here we can see that the item
Fat_Porter is listed as 'Faulty'.

Instructions for dealing with common
reasons for faulty assets are available
in the error fixing guide on this CD.

If I want to continue to download the missing assets I can either click start on the Download
Helper (as long as the list is still there) or, if the list has been cleared then I can drag and
drop the ones with the DS icon into the Download Helper.

The 'Unknown' ones are assets which have been used by the creator of the route but which
are not found by CMP on the Download Station. You can either search for them on the
Internet or try and contact the route's creator to ask him where he got them from. On the odd
occasion accessing the Download Station through the web-site interface can find an asset
that CMP cannot.   http://www.auran.com/TRS2004/DLS.php

Note: it is not a good idea to close CMP with items in the Download Helper as it has been
known to be the cause of problems. Always try and have a clear Download Helper when
closing CMP.

8.   *Importing Content*

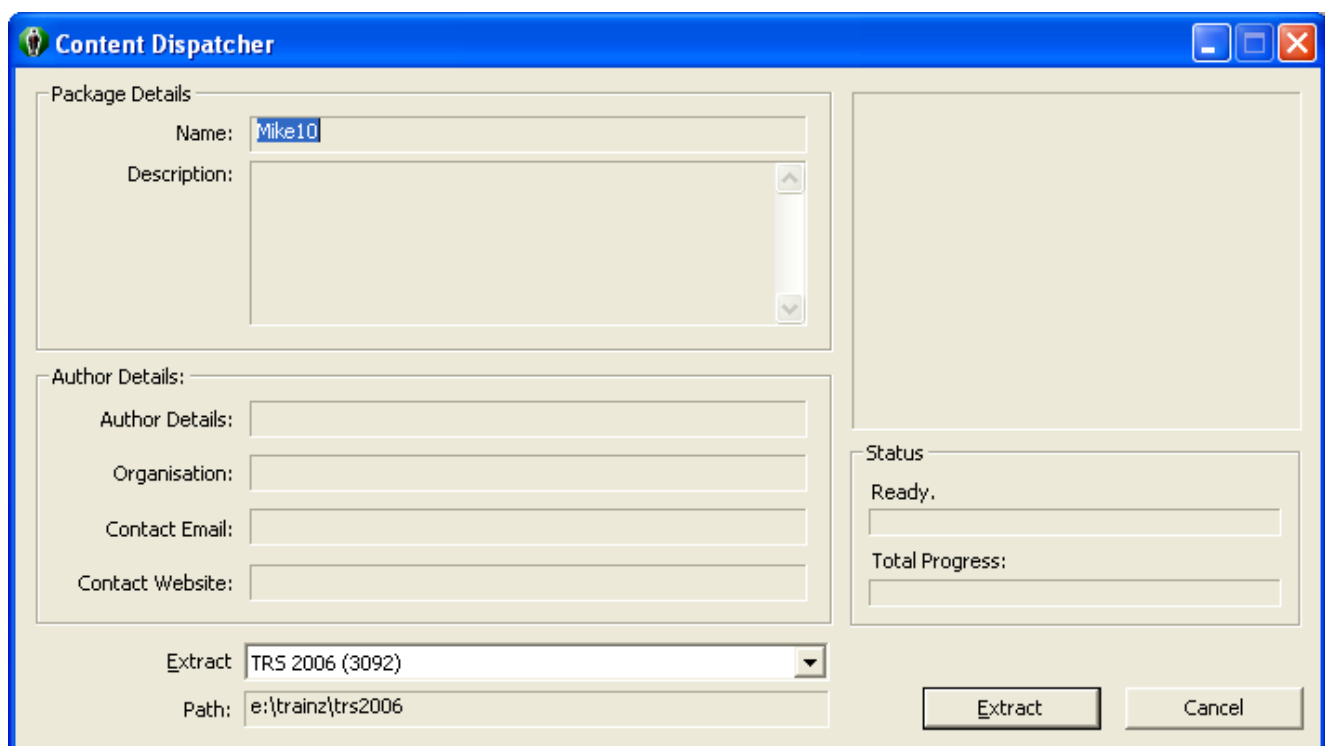There are a number of ways of getting content into CMP

1. Downloading from the Download Station (which we have covered above)
2. Importing a .cdp file
3. Importing content from a previous version of Trainz.
4. Importing content from a .zip file.

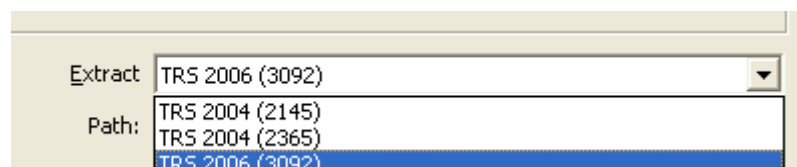Number one we've covered already so, lets look at the other three.

2. Importing a .cdp file

If you did not use the Download Helper then you may have download content from a 3rd Party website or been given content in the form of a .cdp file.

The simplest way to import a .cdp file into CMP is to double-click it. This should open the Content Dispatcher. Note: you will get a warning message about it "not having passed through Auran's automated checking and verification procedure" This is just to let you know that the item is not from the Download Station and has therefore not been checked for the more obvious errors. Click OK to the message and the following screen will appear.

If you have more than one copy of Trainz installed then you can choose which one the item is installed into by dropping down the 'Extract' box and changing the setting.

Click 'Extract' and the content should be installed.

You can also 'pull' the content into CMP.

From the File menu select 'Import CDPs'
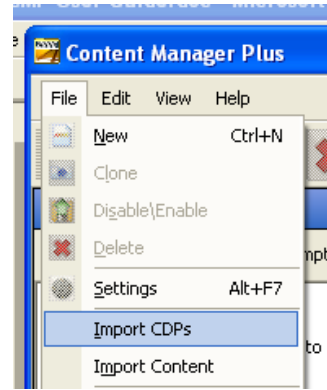
Find the item you want to import and select it

If you want to import more than one item at a time you can use the shift or Ctrl keys to select multiple files.

Then click 'Open'
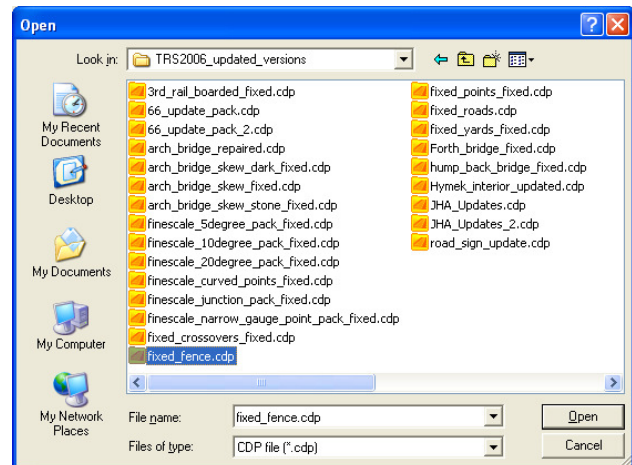
Once the content has been read and imported you will be presented with a box stating which content was added.

Note that the speed of the import is dependent upon how much you do in one go and how fast your machine is.

If you have applied SP1 you will get a progress bar, if you haven't it may appear that CMP has frozen, it probably hasn't and you should just leave it to do its work.

By clicking 'View in main list' we can see the item which has been imported.
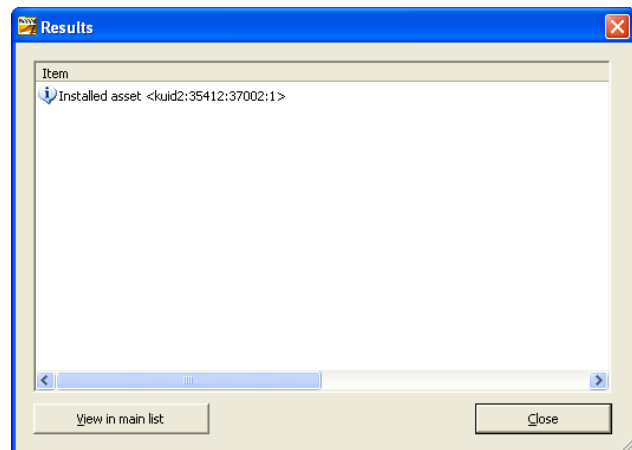
Note that the little hammer and spanner icon is displayed to indicate that it is 'open for edit'
The item will not be available for use until it has been committed to the database, do this by right clicking and selecting Edit -> Commit (or you can hit Ctrl-M)

It now shows with the 'Locally modified' icon and is available for use.
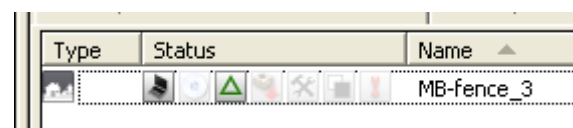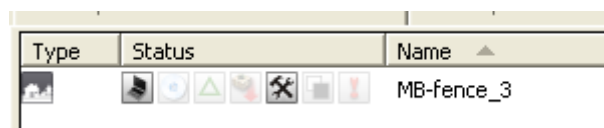
3. Importing content from a previous version of Trainz.

If you have previous version of Trainz then you may want to import your content into TRS2006. Before we do this there are a couple of things to bear in mind;

CMP doesn't like handling more than 2GB of files at a time. If you have more content than that then you should consider splitting it into groups and importing in sections.

If you are importing a lot of content then it *will* take a while to process. Be prepared to be patient and give CMP time to do its work.

Some of the content which appeared to work perfectly well in a previous version may well be flagged as 'Faulty' by CMP. A lot of errors in previous versions were just ignored by Trainz but CMP will now pick up on them and tell you about them. In fact some content may actually cause problems with running the program and this is another reason to import smaller groups at a time, as you will be able to more easily identify the troublemakers. Fixing errors is covered in the other CMP document on this CD.

Having said all that, how do we do it.

The content can be located in the world\custom and dispatcher\downloads folders of your previous versions.

Open CMP and from the file menu select 'Import content'

The process is identical to that described above for importing .cdp files in that you need to locate the files, start the import, and then commit the files to the database.

If you select a folder it will automatically search through the sub-folders for content. You can see that this will make it easy to attempt to import a large amount of content in one go and some preparation may be required to sort the content before importing.

4. Importing content from a .zip file.

If you download or receive some content in a .zip file you will first need to extract the archive.

If the archive contains a .cdp file then simply import the .cdp as outlined above.

Should the archive contain a number of folders then you will have to use the 'import content' option.

Don't forget to commit the assets after importing them.

9. Archive Content

1. Creating an archive

Now you've got your content into CMP you may want to create some backup copies of it just in case the worst happens.

We will be using the Archive Pane to do this, on the right is what it looks like before we start.

Here's the item we are going to archive. (below)

You can have as many items as you like in an archive but experience tells us to try and keep each one less than 2GB

First we need to select the item and add it to the archiver. You can either drag and drop into the archiver pane or right-click and select 'Archive'

A window will appear as shown on the right asking you if you want to also add the dependencies for the asset.

Click accept and it will add them to the archive for you.
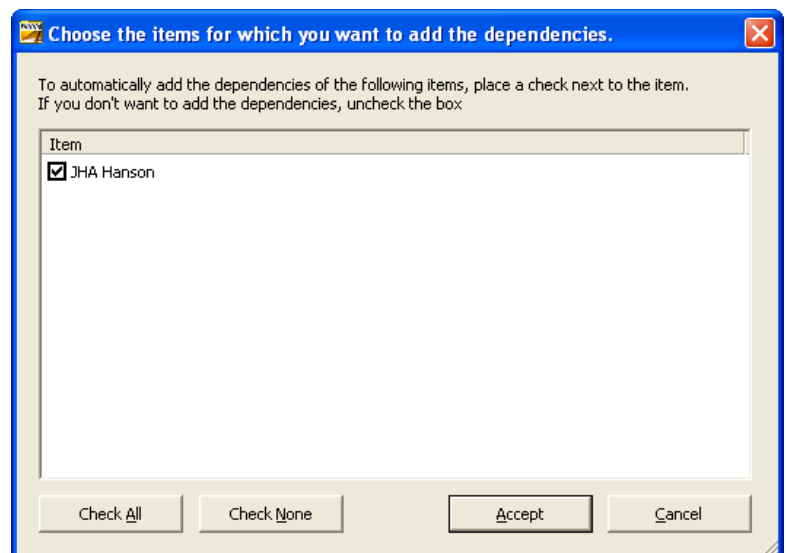
If your selected asset has dependencies of items which are built-in a screen (as shown on the right) will appear to tell you that CMP has not added them to the archive.

That's not a problem as those built-in assets will always be there in a TRS2006 install and there is no need to include them in an archive.

Just click Close
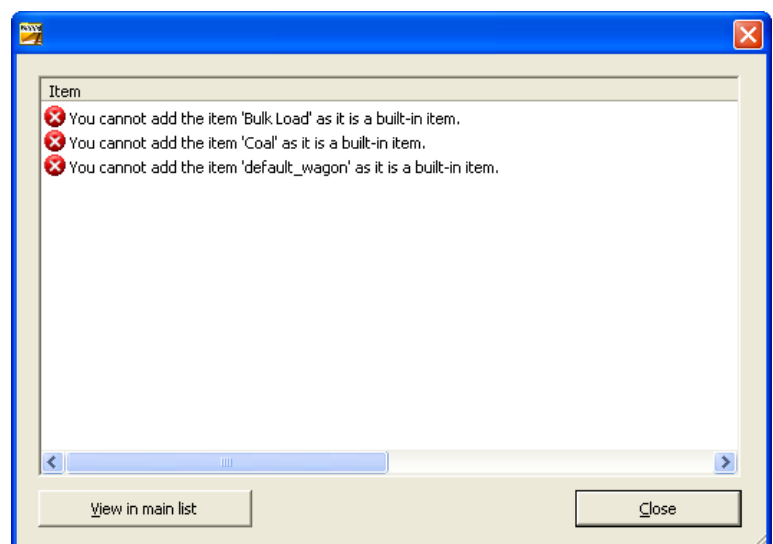
Here's our Archiver pane now.

Note the Right arrow next the asset's name. This indicates there are dependencies. If we click that they will be listed.
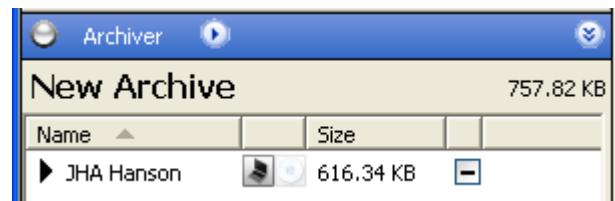
As we can see on the right, the bogey for the wagon has been added to the archive listing as it is the only non-built-in assets which is a dependency.
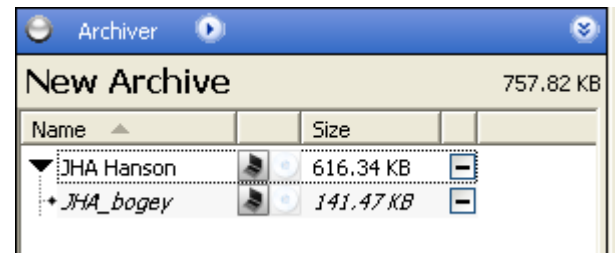
Click the 'Archive' button and the usual 'save dialogue' box will be displayed.

Select a location to save your archives (somewhere outside your Trainz folder could be a good idea)

Then give the archive a name that makes sense.

Click save and the archive will be created.
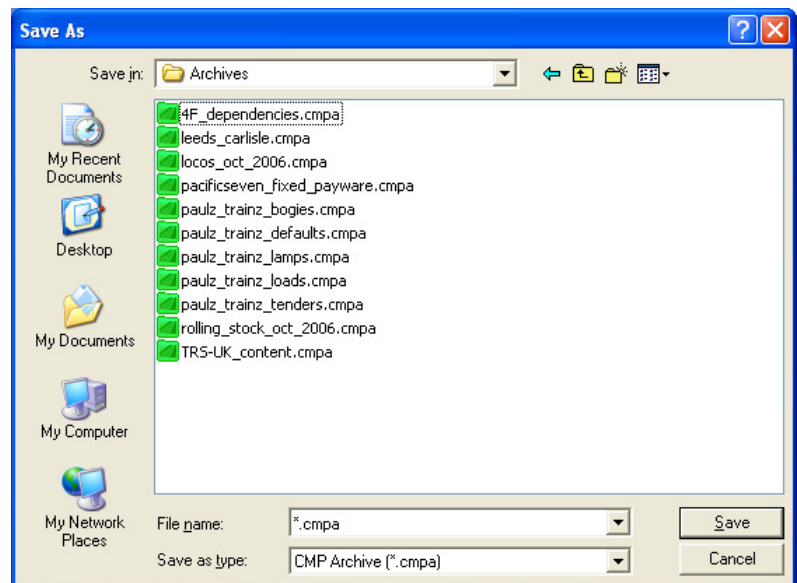
Here's what the Archiver looks like now.

Use the 'Clear' button to remove the items.
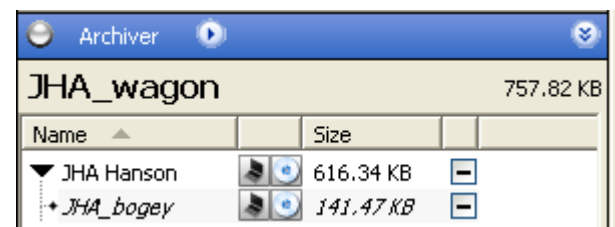
And this is how it appears in the main listing screen

2. Restoring from an archive

Lets delete the asset we archived above and restore it back from the archive.

Here is what it looks like in the main listing once its been deleted.

The icons tells us that its location is the DLS and that it is contained within an archive (the CD symbol)

We could of course just download it again, but if it had errors that we'd fixed it would be better to restore our corrected version than have to fix those errors again.

By clicking on the blue arrow to the right of the word 'Archiver' we can list all the archives we have created.

If you have just re-installed TRS2006 and there is no list then you can import an archive by double clicking on the .cmpa file in explorer.

Selecting the archive does two things.

It adds the items contained in the archive into the Archiver pane (as on the right)

And it will also present a box like the one here on the right.

If you want to install everything in the archive then click 'Yes' and it will all be restored.

If you don't want *everything* then clicking 'No' will make the box go away.

I have clicked 'No' to the question and have clicked the right arrow in the Archiver pane to expand the list.

We can now see the list of items we archived.

Notice that as we didn't delete it the bogey is still shown as on the 'local' machine

To restore an individual asset right-click it and select 'Install'

We then get a box listing which assets have been installed.

Lets 'view in main list' and see what we've got.
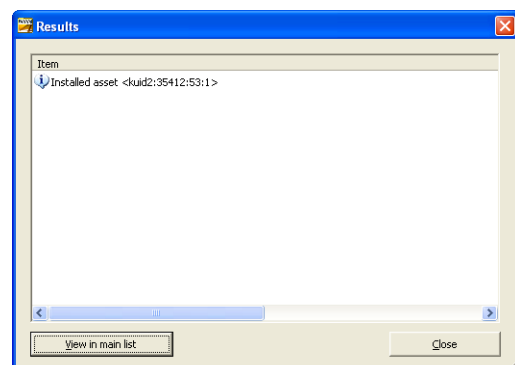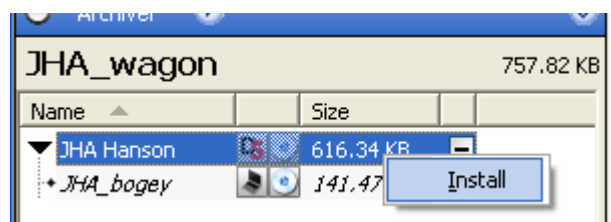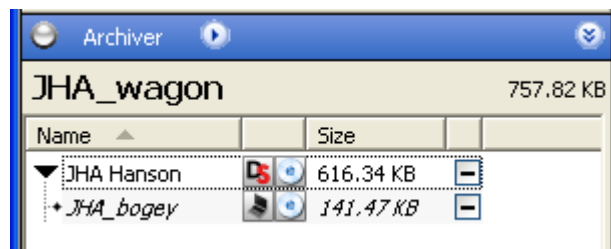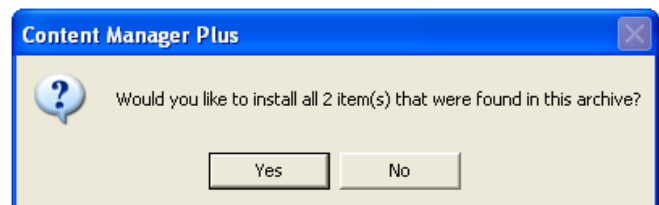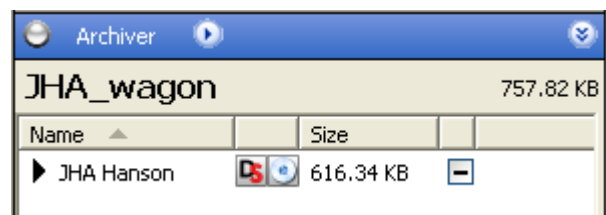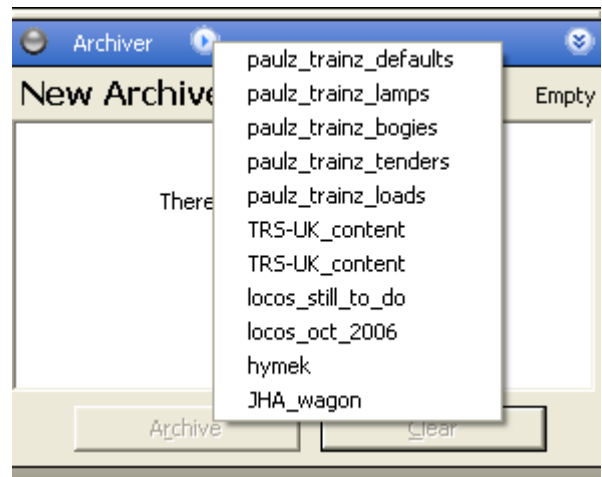
The asset is now shown as being 'local' although it still knows it is in an archive.

Also note that it has been flagged as 'locally modified' as we have done something with it.

Sometimes an asset restored from an archive may be 'open for edit' be sure to commit these if you want to be able to use them.

10. *Creating/Cloning Content*

The topic of content creation is really beyond the remit of this document but I will briefly cover the aspects of CMP relating to it. I only intend to quickly cover the basics here, there are plenty of tutorials available online for the actual content creation process.

There are two main functions here, 'Create new version, and 'Clone'

Create new version.

Imagine I want to create another version of the JHA-wagon we used for the archive section.

Here it is in CMP

If I right-click and select 'Create new version' the following box appears
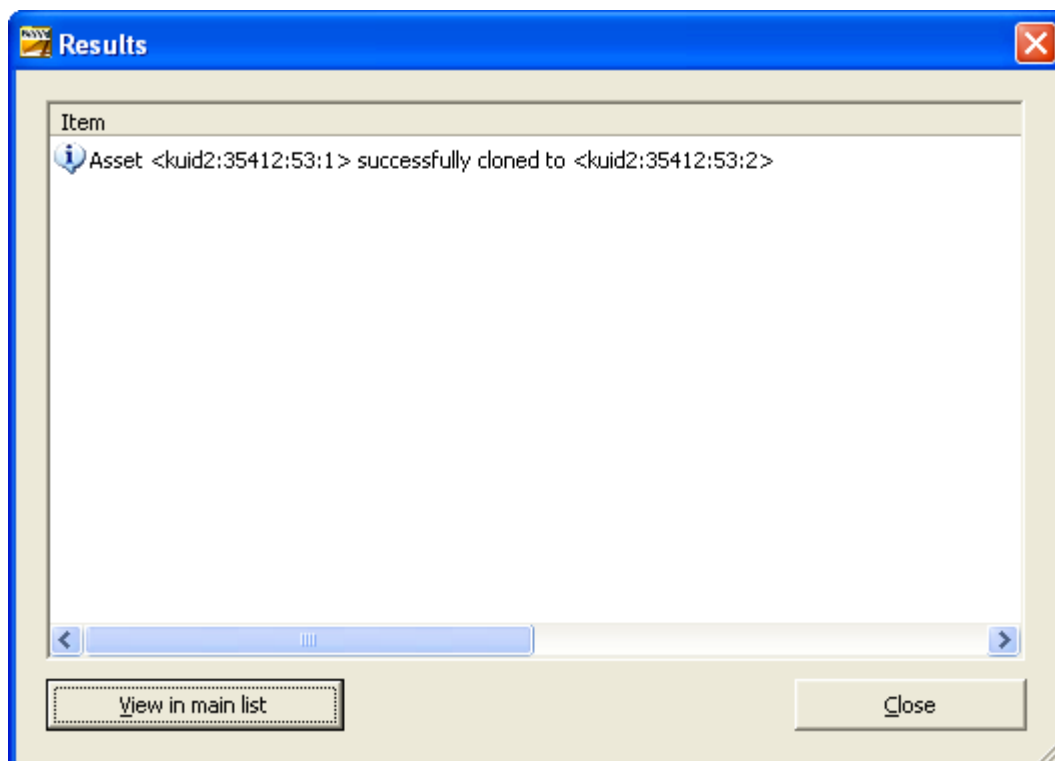
And this is what we see in CMP when we click 'View in main list'

Type	Status	Name ▲	Author ID	Asset KUID
	🔧	JHA Hanson	Mike10	<kuid2:35412:53:2>

You will notice that the KUID number has been incremented to the next number ie from 1 to 2. This means that this new version has effectively replaced the previous one, as TRS/CMP will always use the highest numbered version it can find.

It is also 'open for edit' and will need to be committed once the changes have been made.

That's all well and good but if I wanted to make another one rather than a replacement one then I would need to use the clone option.

Clone.

One point to note is that you can clone anyone's content it needn't only be yours. So if you have an item of rolling stock that you fancy in a different livery or with a different number for example you could create a copy and modify it to be how you'd like it. Bear in mind that you should not distribute this modified version without the permission of the original creator unless stated otherwise in the license of the object.

Here's the asset we are going to copy for this example;

Type	Status	Name ▲	Author ID	Asset KUID
		RCH 14t Tanker Generic	paulhobbs	<kuid2:44090:15087:1>

If we select it, right-click, and select 'Clone' the following box appears;

Results

Item

ⓘ Asset <kuid2:44090:15087:1> successfully cloned to <kuid:35412:1069>

View in main list   Close

And this is what we see in CMP when we click 'View in main list'

Type	Status	Name ▲	Author ID	Asset KUID
🚃	🖊 ○ △ ✕ ■	RCH 14t Tanker Generic	Mike10	<kuid:35412:1069>

A few things to note here.

The KUID number of the new asset has my prefix KUID (35412) so this is considered 'my' asset by CMP.

The asset is 'open for edit' and the icon has appeared to signify that this is a 'cloned asset'

If select 'Edit in Explorer' and make the changes I can then make my changes and commit the asset back into the database.

OK, I've made my changes and made the tanker look all dirty. In order to be able to tell mine from the original I've also modified the name.

This is what they look like in the main listing;

Type	Status	Name ▲	Author ID	Asset KUID
🚃	🖊 ○ △ ✕	RCH 14t Tanker Generic	paulhobbs	<kuid2:44090:15087:1>
🚃	🖊 ○ △ ✕ ■	RCH 14t Tanker Generic - dirty	Mike10	<kuid:35412:1069>

So that's 'new versions' and 'cloning'. It is quite simple with CMP and is the basic operation of any content creator or re-skinner.

That's about it for this CMP introduction and I hope it has been of use.

If you have any further questions I would recommend a visit to the UKTrainz forum http://www.forum.uktrainz.co.uk and post your question on there or just have a read through and see what other people are up to.